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Ceramic Dagger Incarnon Genesis

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Ceramic Dagger Incarnon Genesis is an item that is used to add [Incarnon](#) upgrades to the  [Ceramic Dagger](#).

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Ceramic Dagger Incarnon Genesis



Untradeable

 [Update Infobox Data](#)

Description

This weapon's ability to send forth ladders during Heavy Attacks in Incarnon Form



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WARFRAME Wiki



- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn 

Type	Item
Sell Price	 Cannot Sell
Introduced	Update 33.0 (2023-04-26)
Vendor Sources	
Official Drop Tables	
https://www.warframe.com/droptables	

Ceramic Dagger Incarnon Genesis from [The Circuit](#)'s Steel Path to place on their Ceramic Dagger with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Incarnon Genesis

Evolutions

- Installing the Ceramic Dagger Incarnon Genesis requires 20  [Pathos Clamps](#), 70  [Dracroot](#), and 80  [Connla Sprouts](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants **5,000 affinity** to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Reach **6x** Combo and then [Heavy Attack](#) to activate Incarnon Form.
- Incarnon Form sends forth spectral daggers during Heavy Attacks.
 - Heavy Attack in Incarnon Form will fire a flurry of **2** spectral daggers towards the crosshair that explode on impact.
 - Direct hits of spectral daggers inflict damage split into **10%**  [Impact](#), **33.33%**  [Puncture](#) and **56.67%**  [Slash](#).
 - Deals **350** total damage, unaffected by initial +Dmg increase on Evolution 2.
 - Critical Chance, Critical Damage and Status Chance are the same as the base weapon.



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and explosions are affected by  [Vigorous Swap](#),  [Vex Armor](#) and  [Amp](#).



- Each explosion inflicts pure  **Heat** damage, with a forced  **Impact** proc.
 - Deals **350** total damage, unaffected by initial +Dmg increase on Evolution 2.
 - Critical Chance, Critical Damage and Status Chance are the same as the base weapon.
 - Explosions have a **5m** radius with **7%** falloff, **unaffected** by Range mods such as .
 - Explosions are silent.
 - Explosions cannot headshot.
 - Explosion damage is **not** affected by .
- **+100%** Melee Damage
- **+25%** Sprint Speed
- **+25%** to Bullet Jump
- Incarnon Form lasts for **180** seconds or until **death**.

Evolution II

Unlock Challenge: Complete a solo mission with this weapon equipped.

- Perk 1: **Gun and Blade:**
 - Increase Damage by **+100**.
 - On Primary Kill: **+1** Initial Combo. Stacks up to **100x**.
 - Initial Combo Increase stacks shows as a buff, which lasts permanently throughout the mission but are lost on death.
 - Maximum stacks allows Ceramic Dagger to activate Incarnon Form, without building any additional combo.
- Perk 2: **Breacher's Opportunity:**
 - Increase Damage by **+120**.
 - On Shield Break: Increase damage by **+80** for **8s**.

Evolution III

Unlock Challenge: Activate this weapon's Incarnon Form **6** times in a mission.

- Perk 1: **Orokin Reach:**



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- Perk 3: **Rogue Readiness:**

- On Kill: **40%** chance to instantly reload Primary and Secondary weapons.

Evolution IV

Unlock Challenge: Kill **20** unalerted enemies with a Finisher Attack.

- Perk 1: **Red Right Hand:**

- On First Attack With Primary Equipped: Increase Critical Damage Multiplier by **+2x**.
 - First attack from quickswap melee deals bonus critical damage.

- Perk 2: **Absolute Dominion:**

- Increase Status Chance by **+30%**.

- Perk 3: **Absolute Valor:**

- Increase Critical Chance by **+30%**.

Known Bugs

- Direct hits of spectral daggers and explosions **do not** benefit from base damage sources like [Primed Pressure Point](#), [Spoiled Strike](#), [Killing Blow](#) and [Arcane Fury](#).
 - The **+100** and **+120** damage bonuses of Gun and Blade and Breacher's Opportunity do not apply either, however the **+80** damage from Breacher's Opportunity does.
 - [Impact](#), [Puncture](#), [Slash](#) and elemental damage mods work as intended.
- [Condition Overload](#) is multiplicative to base damage bonuses on spectral daggers, while being additive to them on physical melee hits.
- Evolution II: **Gun and Blade**
 - [Condition Overload](#) ignores the **+100** innate damage.
- Evolution II: **Breacher's Opportunity**



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ate damage.



Patch History

Update 37.0 (2024-10-02)

- Fixed Incarnon Geneses of the Ceramic Dagger missing the custom Melee Incarnon reticle.

Update 36.0 (2024-06-18)

- Fixed the Incarnon Ceramic Dagger upgrade Gun and Blade triggering when killing enemies with a Secondary weapon.

Hotfix 35.5.3 (2024-04-04)

Incarnon		Edit	[Collapse]
Zariman		Felarx • Innodem • Laetum • Phenmor • Praedos	
Sanctum Anatomica		Onos • Ruvox	
The Circuit (Incarnon Genesis)	Week 1	Braton • Lato • Skana • Paris • Kunai	
	Week 2	Boar • Gammacor • Angstrum • Gorgon • Anku	
	Week 3	Bo • Latron • Furis • Furax • Strun	
	Week 4	Lex • Magistar • Boltor • Bronco • Ceramic Dagger	
	Week 5	Torid • Dual Toxocyst • Dual Ichor • Miter • Atomos	
	Week 6	Ack & Brunt • Soma • Vasto • Nami Solo • Burston	
	Week 7	Zylok • Sibear • Dread • Despair • Hate	
	Week 8	Dera • Sybaris • Cestra • Sicarus • Okina	

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otherwise noted.



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